## **ABSTRACT**

A method and apparatus for enhancing the performance of a network by performing selective spoofing. Selective spoofing provides the ability to discriminate among different connections and only allocate spoofing resources to those connections for which spoofing will actually improve performance. The selective spoofing functions described are applicable to a wide variety of communication links, including both slow and fast links, high latency links, and links with low and high error rates. selective spoofing functions may be implemented either alone or in combination with other performance enhancing features, such as, spoofing the conventional TCP three-way handshake, local data acknowledgement, multiplexing multiple connections across a single connection, data compression/encryption, prioritization, and path selection. The selective spoofing features described are particularly useful for links with high latency and/or high bit error rates.

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